Trifecta (Coco rating: -4) Learning: Moderate

Cooperation Panorama: Cutthroat (Resource management battle to survive rounds)
Interaction: Competitive guessing, bidding, battling (2-6 players)

Description:
In this game, players manage their limited card resources, attempting to survive rounds and eliminate the other players. The value of cards in this game varies widely depending on context. There are nine rounds, but players don't get enough cards to be competitive in every round, they must choose judiciously. Do you sacrifice cards to ante up in the early rounds? Or do you save all your cards for later when they can be used more effectively, but against more opponents? Is there a hybrid strategy that can work? Just make sure that you survive to the next round and your opponents do not.

Objective:
Win at least the minimum number of cards to remain in the game each stage. Last player left in the game is the winner.

Set-up:
Use all the Completes and all the Singles, and one True and one False for each player. First separate out one of each unique Single. Shuffle this 9-card deck and put it off to the side – this is called the Unique Singles Pile. Then shuffle the Completes and the remaining Singles together and deal 9 cards to each player.
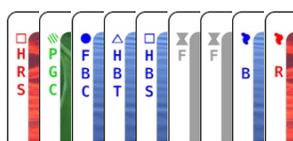
Gameplay:
Overall, the game consists of players battling for the 9 unique Singles one or more times. Each set of battles for the 9 cards is called a *Stage*. Each stage begins with one of the unique Singles being taken from the top of the pile. That Single will be the one fought over in the first round. The remaining 8 cards will be selected and fought over for the next 8 rounds. The first three cards will be battled for in a Blind segment. The next three cards will be battled for in an Open segment. The battle for the final three cards will be done in a Free segment. The first two segments require an ante of one card to play, the free segment does not have an ante. The crux of the game is figuring out how to get the most value from the cards in your hand. At the end of each stage, players who have won at least the minimum number of cards will survive to the next stage (if there is one.) If only one player survived, the game is over, and they are the winner. If more than one survives, they all play another stage. This repeats until there is only one remaining player.
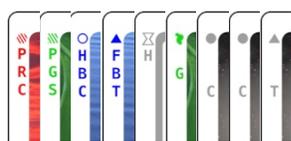
Player 1 hand (9 cards)

Player 2 hand (9 cards)

Player 3 hand (9 cards)

| Player 1 has 4 Circles, but no more than 2 of anything else. Player 1 should focus on winning the Circle and try to finesse two others.	Player 2 has 5 Completes for more flexibility, but only the Blue cards and Filled cards have 3 or more, everything else is only 1 or 2. Care is required.	Hand 3 has 4 Filled cards, 4 Red cards, and 4 Triangle cards, but they significantly overlap. Perhaps they should focus on the 3 Filled cards, 2 Triangles, and 2 Reds? This leaves 2 ante cards: Green and Circle, but can only 2 cards win a round twice?

Blind Segment:
This first segment (containing 3 unique singles) is played Blind, each player must decide whether to participate before seeing the revealed card. They do this by playing either a True card (to play) or a False card (to opt out). These are played face-down and all revealed simultaneously. All the players with True cards showing, must pay a one card ante from their hand. If there is only one True card, that player wins the card sight unseen. If there are no True cards played, the card is discarded sight unseen. If there are two or more True cards, the card is then revealed, and the participating players then simultaneously determine in secret how many matching cards to play.

They can play as few as 0 cards up to as many cards as they have that match the revealed card. Whoever plays the most cards, wins the Goal card. If there is a tie, no one wins, and the unique single card is discarded. This round can be very tricky because the unrevealed card may be the one key to survival, or of no use.

Hidden Unique Single card to be fought for   **Two players want to fight for it**

Player 1 hand   Player 2 hand   Player 3 hand
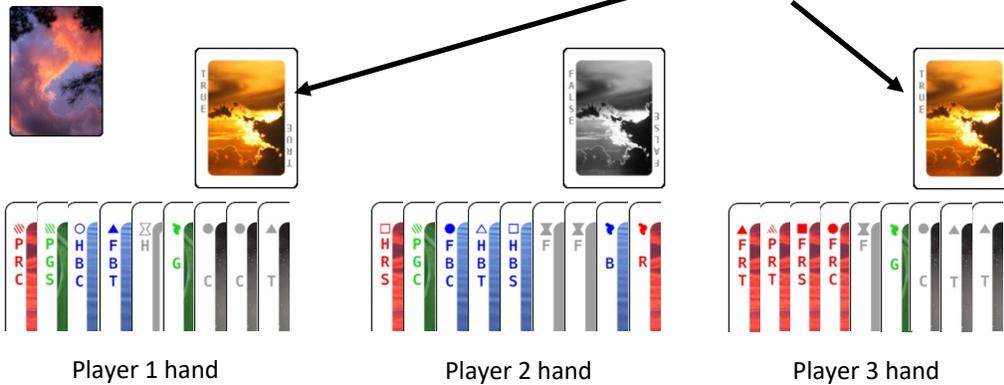
It turns out that player 1 and player 3 both are interested in competing for this card. The card is revealed and then player 1 and player 3 must ante up by discarding a card from their hand. In this case it is a Blue Single to everyone's disappointment. Player 1 has only two Blues, but Player 3 doesn't have any. Player 2 is not pleased either, as they were planning on winning the Blue card, but opted out of playing this round. Players 1 and 3 now look to damage control. Player 1 will ante up the Hollow Single, and then secretly play the two Blue cards. Player 3 MUST ante a card because they opted in to this hand, they'll discard the Green Single, but they will secretly play zero cards. In this case, player 1 wins the Blue Single, and only needs two more Singles to survive this round. Player 3 has lost one card, but player 2 has lost their strongest opportunity to win a card. A small silver lining is that now their Blue Single can be an ante in another round. The next two cards from the Unique Singles Pile will also be played Blind.

Open Segment:
The second segment is played Open. The card from the top of the unique Singles deck is revealed first, then players decide whether to opt in or out. The rest of the round is played the same as in the Blind segment. Those that choose to play, must ante up a single card from their hand. The participating players then secretly decide how many matching cards to play. The player who played the most cards wins the trick. Ties go to no one.
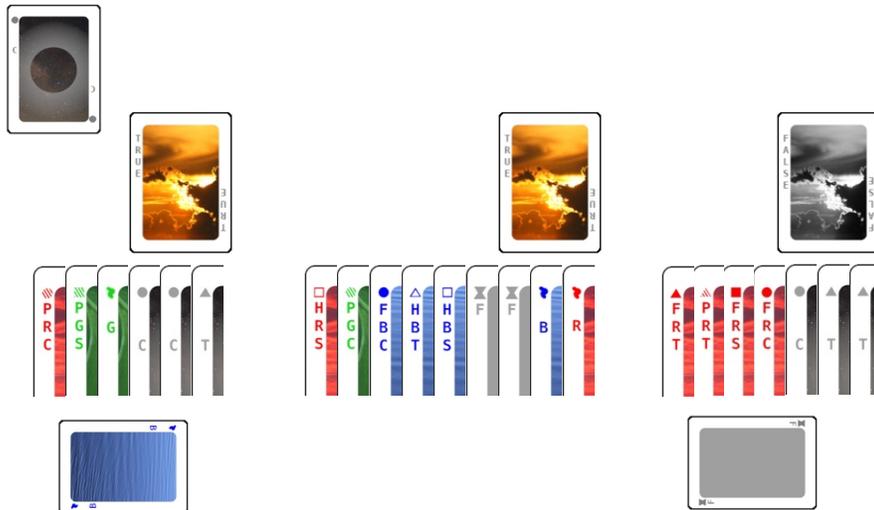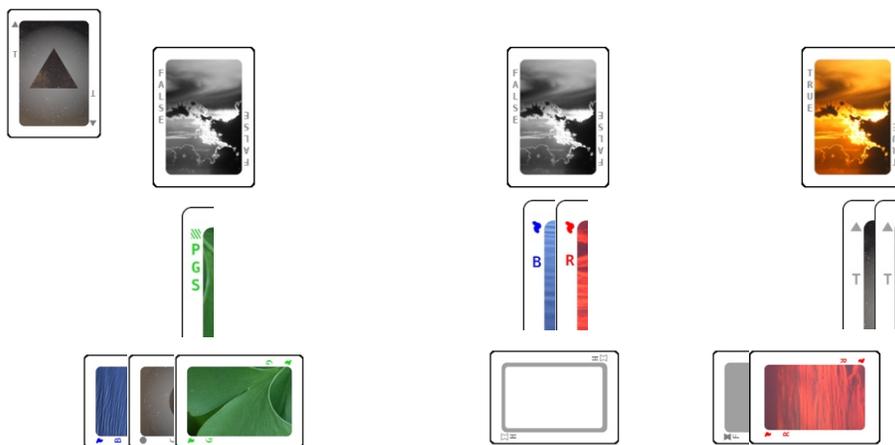

At this point in the game, Player 1 and Player 3 have each won on Single. Player 3 was the only player to opt in on the Filled Single and won it by only paying the ante. The other card player in the Blind segment was the Square and no players opted in, so it was discarded, with no players losing any cards. The first unique Single revealed in this Open segment is the Circle. Player 1 and Player 2 decide to participate, player 3 opts out. Player 1 antes up with

their Triangle, and Player 2 with one of their almost-worthless Filled cards. Player 1 secretly plays three cards, two Circles and the Partial-Red-Circle. Player 2 plays their Filled-Blue-Circle and Partial-Green-Circle. Player 1 wins the Circle and only needs one more to survive.

Free Segment:
The Third segment is played without an ante, but otherwise this round plays similarly to the Open segment. The top card is revealed and every player with any cards left can participate without paying an ante. Again, players secretly select to place a True or False card face-down in front of them. These are revealed simultaneously. If only one player opts in, they win the unique Single without any cost. If more than one player participates, they secretly decide how many matching cards to play, and, as in the previous segments, whoever plays the most cards wins the revealed card. Naturally, since at least six rounds have already been played, there are fewer cards left and therefore fewer options for the remaining players. Players can sometimes win with only one matching card. Note: It is perfectly acceptable for a player to try to win more cards than the minimum, in hopes of eliminating other players.

At this point in the game, player 1, after winning the Circle, also won the Green, and has survived this stage. Player 2 finally won a card (Hollow) but has only two worthless cards left (Red and Blue have already been played), so they will not survive. Player 3 won the Red card, but it cost them five cards – a Circle for the ante and four red cards. It is now the second round in the Free segment. There are only two cards left: Triangle and Partial. Player 3 feels confident that they can win the Triangle card. Indeed, the Triangle is revealed, and Player 3 is the only one who can play. They put their two Triangles down and win their third card. With three being the minimum required for a 3-player game, Player 1 and Player 3 will survive to play another stage. In the next round, Player 1 will win the Partial card with their Partial-Green-Square, as no one else has any Partial cards.

Game End:
The game ends when there is one winner. If at the end of a stage, there is exactly one player remaining, they are the winner. If there are zero players left, then all the players who began the current stage, play another stage. If there are two or more players remaining, then they play another stage.

	Cards Dealt	Ante Cards	To Advance or win
6 players	9	1	2 goal cards
5 players	9	1	2
4 players	9	1	2
3 players	9	1	3
2 players	9	1	Whoever has more

When there are only two players left, there is no minimum to win, at the end of that stage, if the players are tied, they both play another stage. If one player has more cards won, they win the game.